

ABSTRACT

A game includes a toy figure that includes memory for storing information relating to the toy figure, a first game system configured to communicate with the toy figure, and a second game system configured to communicate with the toy figure. The first game system is configured to download the stored information relating to the toy figure, receive input from a user, and alter the stored information based on the received input and the downloaded information. Similarly, the second game system is configured to download the stored information relating to the toy figure, receive input from a user, and alter the stored information based on the received input and the downloaded information. The second game system provides a play pattern substantially different from a play pattern provided by the first game system.